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CHAPTER 1

Premiere Pro Quick Start

In This Chapter

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Welcome to the world of Adobe Premiere Pro and digital video. For both experts and beginners alike, Adobe Premiere Pro packs the power you need to create sophisticated digital video productions. You can create digital movies, documentaries, sales presentations, and music videos directly from your desktop computer or laptop. Your digital video production can be output to videotape to the Web or to DVD, or you can integrate it into projects in other programs, such as Adobe After Effects, Adobe Encore DVD, Macromedia Director, and Macromedia Flash.

This chapter introduces you to the basics of Adobe Premiere Pro: It helps you understand what it is and what you can do with it. This chapter also provides a simple Quick Start project to get you acquainted with the Premiere Pro production process. You'll see how easy it is to load digital video clips and graphics into an Adobe Premiere project and edit them into a short presentation. After you've completed the editing the project, you'll export the movie as either a QuickTime or Windows Media file for use in other programs.

Knowing What You Can Do with Premiere Pro

Whether you need to create a simple video clip for the Web, a sophisticated documentary, rock video, or a video of an artistic event or wedding, Premiere Pro has the tools you need to create a dynamic video production. In fact, the best way to think about Premiere Pro is to visualize it as a complete production facility. You would need a room full of videotape and special effects equipment to do everything that Premiere Pro can do.

Here's a short list of some of the production tasks that you can accomplish with Premiere Pro:

- Edit digital video clips into a complete digital video production.
- Capture video from a camcorder or videotape recorder.
- Capture audio from a microphone or audio playback device.
- Load stock digital graphics, video, and audio clips.

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- ✦ Create titles and animated title effects, such as scrolling or rolling titles.
- ✦ Integrate files from different sources into your production. Premiere Pro can import not only digital video and audio files, but also Adobe Photoshop, Adobe Illustrator, JPEG, and TIFF graphics.
- ✦ Create special effects, such as distortions, blurring, and pinching.
- ✦ Create motion effects in which logos or graphics fly or bounce across the screen.
- ✦ Create transparency effects. You can superimpose titles over backgrounds or use color, such as blue or green, to mask the background from one image so that you can superimpose a new background.
- ✦ Edit sound. Premiere Pro enables you to cut and assemble audio clips as well as create sophisticated audio effects, such as cross fades and pans.
- ✦ Create transitions. Premiere Pro can create simple dissolves from one scene to another, as well as a host of sophisticated transition effects, such as page curls and curtain wipes.
- ✦ Output files in a variety of digital formats. Premiere Pro can output QuickTime, Windows Media, and Video for Windows files. These files can be imported into other multimedia application, as well as viewed on the Web.
- ✦ Output files to videotape and DVD.

Understanding How Premiere Pro Works

To understand the Premiere Pro production process, you need a basic understanding of the steps involved in creating a conventional videotape production in which the production footage is *not* digitized. In traditional, or *linear*, video production, all production elements are transferred to videotape. During the editing process, the final production is electronically edited onto one final or *program* videotape. Even though computers are used while editing, the linear or analog nature of videotape makes the process very time-consuming; during the actual editing session, videotape must be loaded and unloaded from tape or cassette machines. Time is wasted as producers simply wait for videotape machines to reach the correct editing point. The production is usually assembled sequentially. If you want to go back to a previous scene and replace it with one that is shorter or longer, all subsequent scenes must be rerecorded to the program reel.

Nonlinear editing programs (often abbreviated as NLE) such as Premiere Pro have revolutionized the entire process of video editing. Digital video and Premiere Pro eliminate many of the time-consuming production chores of traditional editing. When using Premiere Pro, you don't need to hunt for tapes or load and remove them from tape machines. When producers use Premiere Pro, all production elements are digitized to disk. Icons in Premiere Pro's Project panel represent each element in a production, whether it is a video clip, a sound clip, or a still image. The final production is represented by icons in a panel called the *Timeline.* The focal points of the Timeline are its video and audio tracks, which appear as parallel bars that stretch from left to right across the screen. When you need to use a video clip, sound clip, or still image, you can simply select it in the Project panel and drag it to a track in the Timeline. You can place the items of your production down sequentially or drag them to different tracks. As you work, you can access any portion of your production by clicking with the mouse in the

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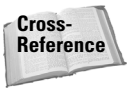
desired portion of the Timeline. You can also click and drag on the beginning or end of a clip to shorten or extend its duration.

To fine-tune your edits, you can view and edit the clips frame by frame in Premiere Pro's Source and Program Monitors. You can also set in and out points in the Source Monitor panel. Setting an *in point* determines where a clip starts playing, and setting an *out point* specifies where a clip stops playing. Because all clips are digitized (and no videotape is involved), Premiere Pro can quickly adjust the final production as you edit.

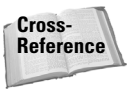
This list summarizes some of the digital-editing magic that you can perform in Premiere Pro by simply dragging clips in the Timeline:

- **Rolling edit:** As you click and drag to the right on a clip edge in the Timeline, Premiere Pro automatically subtracts from the frames in the next clip. If you click and left drag to remove frames, Premiere Pro automatically adds back frames from the next clip in the Timeline.
- **Ripple edit:** As you click and drag left or right on the edge of a clip, you add or subtract frames to the clip. Premiere Pro automatically adds to or subtracts from the entire program's duration.
- **Slip edit:** Dragging a clip between two other clips to the left or right automatically changes both in and out points of the clip without changing the program duration.
- **Slide edit:** Dragging a clip between two other clips to the left or right keeps the clip's duration intact but changes the in or out points of the preceding or succeeding clip.



Chapters 7 and 13 both provide in-depth discussion of Premiere Pro editing techniques.

As you work, you can easily preview edits, special effects, and transitions. Changing edits and effects is often a simple matter of changing in and out points. There's no hunting down the right videotape or waiting for the production to be reassembled on tape. When all your editing is completed, you can export the file to videotape or create a new digital file in one of several formats. You can export it as many times as you want, in many different file formats at different frame sizes and frame rates. Furthermore, if you want to add more special effects to your Premiere Pro projects, you can easily import them into Adobe After Effects. You can also integrate your Premiere Pro movie into a Web page or to Adobe Encore DVD to create a DVD production.



Adobe After Effects is covered in Chapters 27, 30 and 31. Adobe Encore DVD is covered in Chapters 25 and 26.

Creating Your First Video Production

The following sections provide a Quick Start editing session that leads you step-by-step through the process of creating a very short video production in Premiere Pro. As you work through the tutorial, you learn how to place clips in the Timeline, edit clips in the Source Monitor, apply transitions, and fade video and audio.

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In this project, you create a simple video sequence called Nite Out. Figure 1-1 shows frames of the production in Premiere Pro's Timeline window. The clips used to create the project are from Digital Vision's NightMoves CD-ROM. The production begins with a title created in Premiere Pro's Title Designer, viewed over an opening scene of people walking in the city. After a few seconds, a dissolve transitions to a scene of diners in a restaurant. Soon the dining scene dissolves into one showing kitchen workers preparing food. The project ends with another title superimposed over the last scene.

The video clips (705008f.mov, 705009f.mov, and 705029f.mov) used in the Nite Out project are QuickTime files from Digital Vision's NightMoves CD. You must have QuickTime installed on your computer to access these files. The sound clip (705001.aif) used in the Nite Out project is also from Digital Vision's NightMoves CD. The Nite Out folder is in the Chapter 1 folder in the Tutorial Projects folder on the DVD that accompanies this book. For best performance, copy the Chapter 1 folder to your hard drive.

Starting a Premiere Pro project

A Premiere Pro digital video production is called a *project* instead of a video production. The reason for this is that Premiere Pro not only enables you to create the production, but it also enables you to manage production assets as well as create and store titles, transitions, and effects. Thus, the file you work in is much more than just a production — it's truly a project.

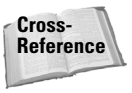
Your first step in creating a digital video production in Premiere Pro is to create a new project. Follow these steps:

1. **To load Premiere Pro, double-click the Adobe Premiere Pro icon (or click it in the Windows Start menu).** When you load Premiere Pro, the program automatically assumes that you want to create a new project or open one previously created.
2. **To create a new project, click the New Project icon.** If Premiere Pro is already loaded, you can create a new project by choosing File ➪ New Project.

If Premiere Pro is already loaded and you already have a project onscreen, you need to close that project because you can only have one project open at a time.

Specifying project settings

Before you can start importing files and editing, you must specify video and audio settings for the project. The New Project dialog box, shown in Figure 1-2, appears whenever you create a new project. This dialog box enables you to quickly choose predetermined video and audio settings. The most important project settings determine the frame rate (frames per second) and the frame size (viewing area) of your project as well as how the digital video is compressed.



For a detailed description of project settings, see Chapter 4.

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Figure 1-1: Scenes from the Nite Out project

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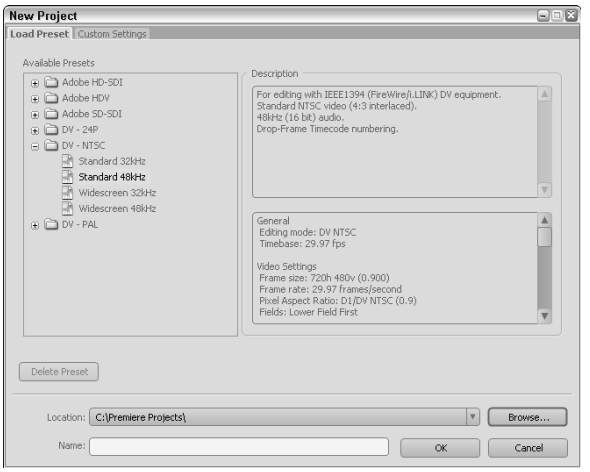
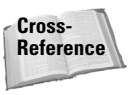


Figure 1-2: Use the New Project dialog box to quickly choose project settings.

As a general rule, choose project settings that match your source footage. The footage used for this tutorial conforms to a video standard called NTSC D1. The frame size is 720 × 486.

1. **To work with the tutorial footage, choose the DV NTSC Standard 48 kHz.** After you click, Premiere Pro displays information about the project settings.

   Notice that the Frame Size is 720 × 480, the standard DV frame size that is close enough to our 720 × 486 footage. Also note that under Video Settings, the display reads D1/DV Pixel Aspect Ratio (0.9). This indicates that you are creating a project for footage with non-square pixels. Because the tutorial footage uses non-square pixels, this is the correct choice for the project.



To learn more about Pixel Aspect Ratio and choosing project settings, see Chapter 4.

If you are creating projects for the Web or for multimedia application, you often will export your project at a smaller frame size, slower frame rate, and lower resolution audio then your original project settings. Typically, you export your project after you have edited it using project settings that match your source footage.

2. **Select a location to store your file.** If you want to change the default file location, click Browse and use the mouse to navigate to the folder where you want to store your project.
3. **Enter a name such as Nite Out in the name field.**
4. **To open your new project, click OK.**

Setting a workspace

Before you start editing, you may want to set your workspace so that you can easily view the most important Premiere Pro windows used in editing. This is easily accomplished by picking

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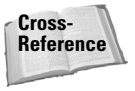
an editing workspace. Choose Window ➪ Workspace ➪ Editing. This opens the Project, Source Monitor, Program Monitor, and Timeline panels as well as the Info and History panels. In this tutorial, you use the Project panel as your home for source footage. You'll edit your clips in the Timeline and Source Monitor panels, and you'll view the edited project in the Program Monitor.

Importing production elements

You can place and edit video, audio, and still images in your Premiere Pro projects as long as they are in a digital format. Table 1-1 lists the major file formats that you can import into Premiere Pro. All media footage, or *clips*, must first be saved to disk. Even if your video is stored on a digital camcorder, it still must be transferred to disk. Premiere Pro can capture the digital video clips and automatically store them in your projects. Analog media such as motion picture film and videotape must first be digitized before Premiere Pro can use it. In this case, Premiere Pro, in conjunction with a capture board, can capture your clips directly into a project.



For more information about capturing video and audio, see Chapter 5.

Table 1-1: Supported Files in Adobe Premiere Pro

Media	*File Formats*
Video	Video for Windows (AVI Type 2) QuickTime (MOV) (Apple's QuickTime must also be installed), MPEG-1, MPEG-2, and Windows Media (.wmv, .wma)
Audio	AIFF, WAV, AVI, MOV, and MP3
Still images and Sequences	TIF, JPEG, BMP, PNG, EPS, GIF, Filmstrip, Illustrator, and Photoshop

After the Premiere Pro panels open, you're ready to import the various graphic and sound elements that will comprise your digital video production. All the items that you import appear in a list in the Project panel. An icon represents each item. Next to the icon, Premiere Pro displays whether the item is a video clip, an audio clip, or a graphic.

When importing files into Premiere Pro, you can choose whether to import one file, multiple files (by pressing and holding Ctrl as you click the file), or an entire folder. If desired, you can even import one project into another, using the File ➪ Import ➪ Project command.

Follow these steps to load the production elements for the Nite Out project:

1. **Choose File ➪ Import.**
2. **If you want to load the files, select the Nite Out folder in the Chapter 1 folder and click Import Folder.** The Nite Out folder now appears in the Project panel. (If you didn't copy the Chapter 1 folder to your hard drive, you need to open the Tutorial Projects folder on the *Adobe Premiere Pro 2 Bible* DVD-ROM.)
3. **To view the titles, video clips, and audio clips, double-click the Nite Out folder in the Project panel.**

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4. **Rename each clip.** Because the names of imported clips may not clearly describe their footage, you can rename them in the Project panel. To rename a clip, click it in the Project panel and choose Clip ➪ Rename. (As a shortcut, you can also right-click the clip and rename it.) Here are the filenames and the new names to use:
    - Name the 705001.aif audio clip **Background Music**.
    - Name the 705008f clip **Diners**.
    - Name the 705009f clip **Chefs**.
    - Name the 705029f clip **Walkers**.

Figure 1-3 shows the Project panel with all the clips needed to create the Nite Out project clip. Notice that the Project panel displays the Start and Stop time of each clip as well as its duration.

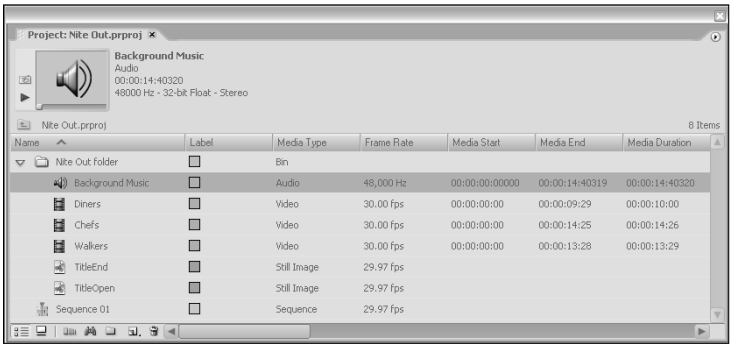
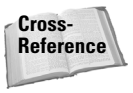


Figure 1-3: The Project panel with the items needed to create the Nite Out project

The Nite Out project requires the following files:

- ✦ A video clip showing shadows of people walking in the city (Walkers)
- ✦ A video clip of people out in a restaurant (Diners)
- ✦ A video clip of chefs working in a restaurant (Chefs)
- ✦ Two title files created using templates in Premiere Pro's Title Designer
- ✦ A sound clip of background music

The video footage was captured at 30 frames per second. Although not necessary for this tutorial, you can change footage frame rate to the Project frame rate by selecting the footage in the Project window and choosing File ➪ Interpret Footage. In the Interpret Footage dialog box, you can enter a new frame rate for the footage.



Creating titles in Premiere Pro is discussed in Chapter 11.

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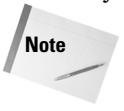
Viewing clips in the Project panel

Before you begin assembling your production, you may want to view a clip or graphic, or listen to an audio track. You can see a thumbnail preview of any of the clips in the Project panel by clicking the clip. The preview appears at the upper-left corner of the Project panel. A small triangle (Play button) appears to the left of the thumbnail preview area. Click the Play button to see a preview of a video clip or to hear an audio clip. If you prefer, you can click and drag the tiny slider below the thumbnail preview to gradually view the clip.

Double-clicking the clip in the Project panel opens the clip in the Source Monitor. You can preview the clip there by clicking the Play button.

Assembling production elements

After you import all your production elements, you need to place them in a sequence in the Timeline panel so that you can start editing your project. A sequence is a sequential assembly of video, audio, effects, and transitions that comprise part of your production.



If you are working on long projects in Premiere Pro, you probably want to break your work into multiple sequences. After you've edited the sequences, you can drag them into another Timeline panel, where they appear as nested sequences. Using nested sequences is discussed in Chapter 6.

Placing clips in the Timeline

To move a clip or graphic from the Project panel to the Timeline panel, you can simply click it in the Project panel and then drag the item to a track in the Timeline. The item then appears in the Timeline as an icon. The duration of the clip or graphic is represented by the length of the clip in the Timeline.

You can place clips directly in the Timeline by opening them in the SourceMonitor panel and clicking the Insert or Overlay button. This technique is discussed in Chapter 7.

Selecting clips in the Timeline

You'll spend a great deal of time positioning clips in the Timeline while editing your production. Premiere Pro's Selection and Range Select tools help you assemble your program's clips in the order you want.

Here's how to select and move clips:

- **Single clip:** Click the Selection tool (the arrow icon in the upper-left corner of the Timeline). Next, click in the middle of the clip in the Timeline. (To quickly activate the Selection tool, press V on your keyboard.) With the clip selected, click and drag it to the desired location.
- **Entire track:** Click the Track Select tool (the dotted-line square icon in the toolbox located to the right or below the Selection tool) on a clip. The Track Select tool selects the entire track from the point where you click.

Figure 1-4 displays the Timeline panel for the Nite Out project. The title appears in the Video 2 track. We put it here because it enables us to create a transparency effect in which we fade

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in the title text over background video. The Walkers video clip appears in the Video 1 track, as does the next clip (the Diners clip). Between the two tracks is a transition: a dissolve created by dragging it from the Video Effects panel. The project also ends with a transition to a scene of chefs working in a kitchen, before the final title appears and then fades out.

Trying out the Timeline panel

As mentioned earlier, the Timeline provides a graphical overview of your project. Before continuing, try changing zoom settings, clicking and dragging on the current-time indicator, and expanding a video track. Doing so will help familiarize you with the Timeline controls you'll be working with in this chapter.

Changing the zoom level

Most Premiere Pro users create their video projects at 29.97 frames per second. Viewing all these frames on the Timeline quickly consumes valuable screen real estate. As you work, you probably want to zoom in and out between close-up and bird's-eye views of your work. When you zoom in, you see fewer frames, which may make fine-tuning your project easier, particularly because the space between time intervals in the Timeline expands. When you want to see an overview of your entire project, you may want to zoom out.

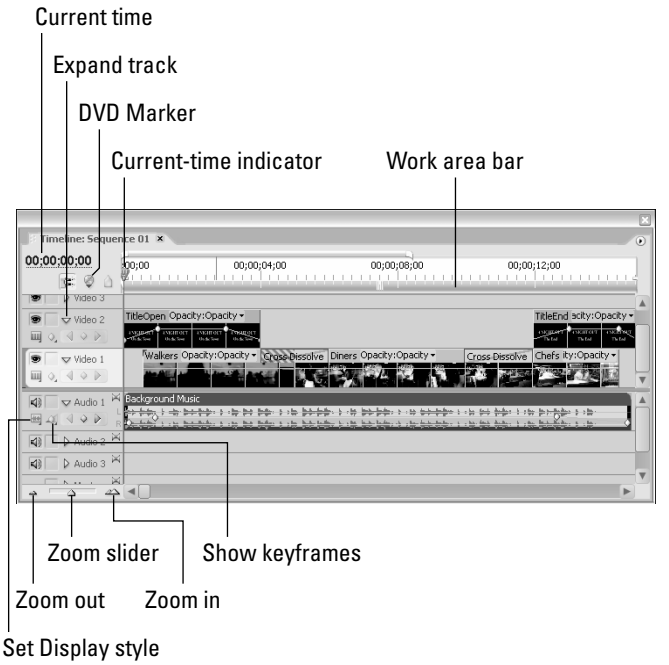

Figure 1-4: The Timeline panel with the clips for the Nite Out video project

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To zoom in and out, click the Timeline zoom level slider in the lower-left corner of the Timeline. Figure 1-4 shows the Timeline zoom slider as well as the zoom in and zoom out buttons. Clicking and dragging left (zooming out) shows more footage in the Timeline; clicking and dragging right (zooming in) shows less footage.

For example, if you zoom out, a one-minute clip takes up less space in the Timeline, which means you can see many different clips as well as your one-minute clip. If you zoom in, a one-minute clip occupies more space in the Timeline, which means that it may be the only clip visible.

Moving the current-time indicator

The current-time indicator (sometimes referred to as CTI) is the blue triangular icon at the top of the ruler area in the Timeline. If you click and drag the current-time indicator, you move the red edit line. The edit line shows you the current editing position in the Program Monitor. Try clicking and dragging the current-time indicator. Notice that as you drag, the blue current time readout changes, showing your current position in the Timeline. In Figure 1-4, the edit line is at the very beginning of Timeline, and the current time reads 00;00;00;00. If you want to quickly jump to an area in the Timeline, just click in the ruler area. If you want to slowly move through the Timeline one frame at a time, select the Timeline and then press the right or left arrow keys.

Expanding tracks

By default, you see three video tracks in the Timeline. If you expand a track, you can see video frames in the track and video effects. Later, you'll change the display style to show frames in the video tracks and volume in audio tracks. The white dots in the audio and video tracks in Figure 1-4 are keyframes, which indicate a change in volume or opacity. By default, Video 1track and Audio 1 track are expanded. In this project, you also use Video 2 track. Try expanding it now by clicking the right-pointing triangle to the left of Video 2 track.

Adding the title to the Timeline

Start the production process by adding the opening title to the Timeline. The title includes an *alpha channel*, which allows the background video to be seen beneath the title. The title was created from a template in Premiere Pro's Title Designer. In this section, you place the title in the Video 2 track because it enables you to easily fade in the text over the video in lower tracks.

You can edit a title in the Title Designer by double-clicking it in the Project panel. See Chapter 11 to learn more about the Title Designer.

Follow these steps to add the title to the Timeline:

1. **Click TitleOpen in the Project panel and drag it into Video 2 track.**
2. **If you would like to see more of the title in the Timeline, zoom in by clicking and dragging the zoom slider to the right.**
3. **Expand Track 2 by clicking the triangle to the left of the words *Video 2*.** This allows you to access the Set Display Style drop-down menu.

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4. **Now view the footage as individual frames in the Timeline. In Video 2 track, click the Set Display Style drop-down menu and choose Show Frames.** (This drop-down menu is a tiny frame icon directly below the Eye icon in the track.)

5.

Reduce the length of the title to 4 seconds by clicking and dragging left with the Selection tool on the right edge of the title clip. When you move the mouse over the clip's edge, the pointer changes to a bracket with left and right pointing arrows. As you drag, the clip's duration is displayed beneath the lower-right side of the Program Monitor. You can also use the time readout at the top of the Timeline as a guide.

This technique will allow you to work more precisely in the Timeline: Click and drag the current-time indicator to the 4-second mark. Then use the red edit line as a stopping point when you click and drag the end of the title clip.

Fading in the title

Next, you fade in the titles. In Figure 1-4, the diagonal line immediately in the track represents the fade-in effect. The diagonal line indicates that the title fades in gradually over the first second. In this section, you create the fade-in effect by changing the opacity of the title clip in the Effect Controls panel. Figure 1-5 shows the Effect Controls panel and the Opacity slider. The diamonds to the right of the panel are called *keyframes*. When you make opacity setting changes over time, Premiere Pro creates a keyframe; it gradually changes the opacity between the keyframes.

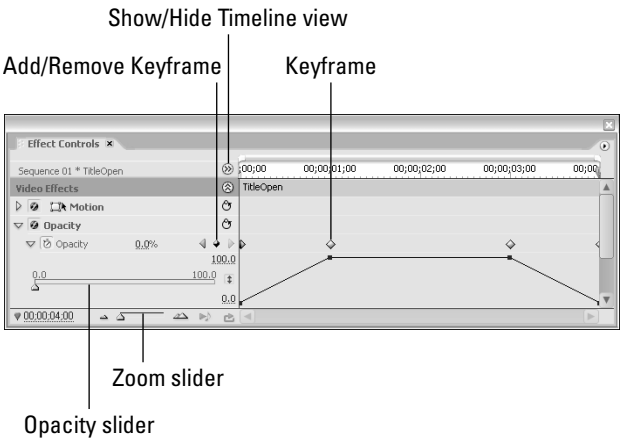

Figure 1-5: Opacity creates a fade-in effect

Follow these steps to change opacity:

1. **Select the TitleOpen file in the Timeline by clicking it.**

2. **Open the Effect Controls panel by choosing Window ➪ Effect Controls.**

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3. **Expand the Effect Controls panel, so you can see the panel's Timeline and zoom slider, by clicking the Show/Hide Timeline view icon (the chevron to the right of the TitleOpen).** Before continuing, note that the Effect Controls panel includes a Zoom slider in the lower left and a current-time indicator. Both function exactly as they do in the Timeline panel.
4. **Set the current-time indicator to the 00;00;00 in the Effect Controls or Timeline panel.**
5. **Now expand the Opacity effect by clicking the right-pointing triangle button (to the left of the word *Opacity*).** The Opacity control expands. You can easily change opacity by clicking and dragging the Opacity slider. To view the slider, click the right-pointing arrow to the left of the stopwatch in the Opacity section.
6. **Lower the opacity to 0.** To lower opacity, click and drag the Opacity slider control left until the display reads 0%, as shown in Figure 1-5.
7. **Now drag the current-time indicator in the Effect Controls panel to the 1-second mark.** As you click and drag, you see the time display change in the lower-left corner. Stop when you reach 1 second.

You can also move the current-time indicator by clicking and dragging left or right over the time readout in the Effect Controls panel.

8. **Now raise the opacity back to 100 percent by clicking and dragging the slider to the right.** As you drag, the percentage increases. The change in opacity creates two keyframes, one at the start of the clip and another one second later. Between the two keyframes, Premiere Pro adjusts opacity to gradually increase from 0 to 100 percent.
9. **Now create a fade-out at the 3-second mark. Click and drag the current-time indicator to the 3-second mark, then click the Add/Remove Keyframe button.** Then drag the Timeline indicator slider to the 4-second mark. Click and drag the Opacity slider to set it to 0%. After you make the change, Premiere Pro adds another keyframe. When you're finished, the Effect Controls panel should resemble Figure 1-5.

You can also change video opacity directly in the Timeline with the Pen or Selection tool. Ctrl-clicking the Opacity graph line in the Timeline creates keyframes. After you create keyframes, you can adjust opacity by clicking and dragging with the Pen or Selection tool.

If you need to delete a keyframe, right-click it in the Effect Controls panel and then choose Clear in the drop-down menu.

Trimming clips in the Timeline panel

You can edit video and audio clips in several ways. We'll start simply: editing the first clip by clicking and dragging its out point in the Timeline. Before editing a clip, you may want to play it in the Source Monitor panel. To play any clip, double-click it in the Project panel. When the clip appears in the Source Monitor panel, click the Play button to view the clip, as shown in Figure 1-6.

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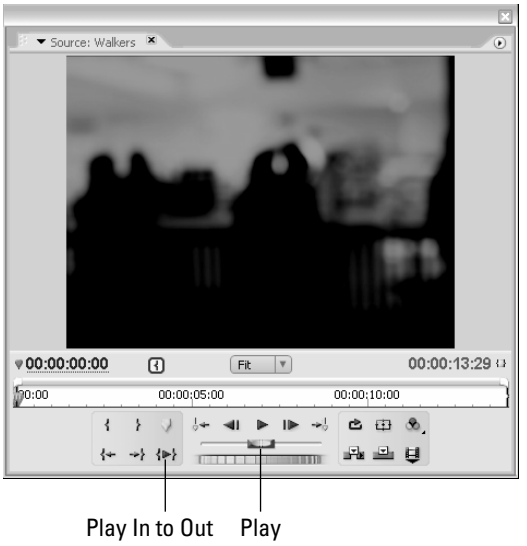

Figure 1-6: The Monitor panel's Play button

Follow these steps to add the first video clip (the Walkers clip) to the Timeline and edit it (the clip is 14 seconds long, but you need only the first 4 seconds of it):

1. **Drag the Walkers clip from the Source Monitor into the Video 1 track.** Position the clip so that it starts where the title fade-in ends — about 1 second on the Timeline. If you want to be precise, drag the Timeline indicator to the 1-second mark and then drag the Walkers clip to the current-time indicator edit line. When the clip touches the edit line, it snaps to it.
2. **Position the mouse pointer at the end of the Walkers clip.** The cursor changes to a bracket.
3. **Click and drag to the left to shorten the clip.** Make the clip about 4 seconds long so that it ends on the 5-second mark (00;00;05;00) on the Timeline. Again, you may want to drag the current-time indicator to the 5-second mark first (the position of the current-time indicator is displayed in the left side of the Program Monitor) and then adjust the clip by clicking and dragging the right edge of the clip to the left so it snaps on the edit line. As you drag to the left, notice that the clip's duration is displayed in the Program Monitor.

If you get lost in the Timeline and inadvertently move out of the edited area, zoom out so that you can see the clips you've placed in the Timeline, move the current-time indicator into the edited area, and then zoom in.

Previewing in the Program Monitor

To view the video production so far, you can play the program in the Program Monitor panel. The Program Monitor displays the program being edited in the current sequence in the Timeline window. The Source Monitor shows source clips. To play from the beginning to

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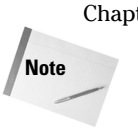
the end of your project, click the Play In to Out button at the bottom of the Program Monitor window.

As soon as you click, the video clip rewinds and begins playing in the Monitor. As it plays, you see the clip fade in and the Walkers clip superimposed beneath the opening title. The Walkers clip appears only in the black area of the Title clip.

If you want to play your production in the Program Monitor from the current-time indicator position, press the spacebar or click the Play/Stop toggle button in the Program Monitor. To stop playback using the keyboard, press the spacebar again.

Editing in the Source Monitor

The Source Monitor panel provides precise controls for editing clips. Using the Source Monitor, you can easily navigate to specific frames and then mark in and out points. After you set the in and out points, you can drag the clip directly to the Timeline. Now you'll set the in and out points in the Source Monitor panel. To learn about the different ways to edit a video clip, see Chapters 7 and 13.



You can also click the Insert button or Overlay button in the Source Monitor panel to place a clip in the Timeline. This technique is described in Chapter 7.

By default, Premiere Pro automatically snaps two adjacent clips together. You can also turn snap on or off by clicking the Snap icon (magnet) in the Timeline panel.

1. **Double-click the clip in the Project panel.** This opens the clip in the Source Monitor, shown in Figure 1-7. As discussed earlier, the Source Monitor displays source clips, and the Program Monitor displays the edited sequence in the Timeline window. If the current-time indicator is on the Walkers clip, you see it in the Program Monitor.
2. **Play the clip by clicking the Play button in the Source Monitor.** The scene eventually shows a waitress handing out menus. Before you edit the clip's in and out points, you need to go to the precise frame that you want to edit.
3. **Before editing the clip, jump back to its first frame by clicking the Go to In Point button.**
4. **Now you want to be able to slowly move through the clip to set the in point. Here are several options:**
    - Click the current-time indicator in the Source Monitor and drag. As you drag, you'll move or scrub through the clip frame by frame.
    - Click and drag in the jog tread at the bottom of the Monitor panel. As you click and drag, you'll move through the clip frame by frame.
    - Click and hold down the shuttle control to move in slow or fast motion. Speed is controlled by how far left or right you move the shuttle. Moving right moves forward through the clip. Dragging the shuttle to the left moves backward.
    - Click the Step Backward or Step Forward button to move one frame at a time forward or backward.

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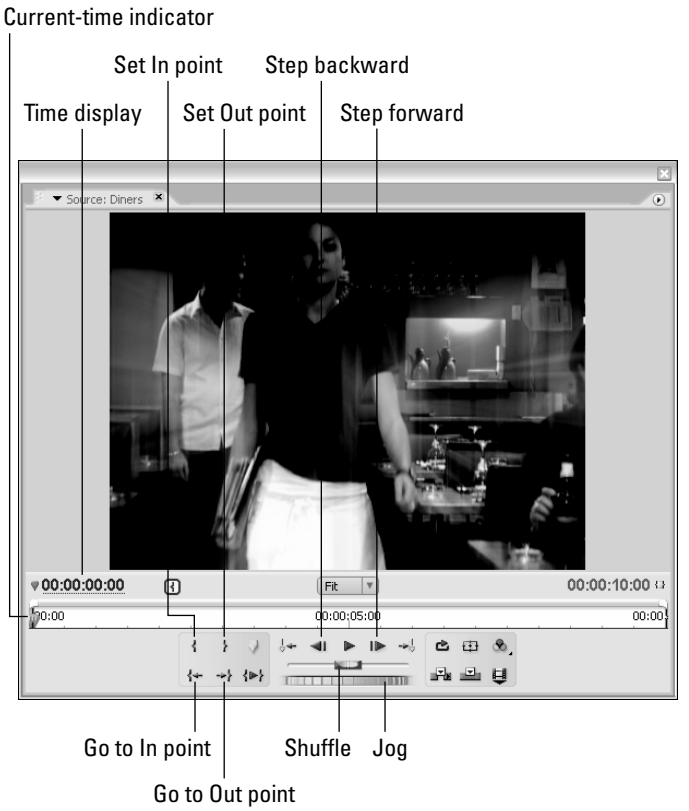

Figure 1-7: You can use the Source Monitor panel to edit clips.

5. **Now click and drag the jog tread to the right, or drag the current-time indicator in the Source Monitor to the right.** After about 6 seconds, the scene switches to a long shot of the waitress handing out menus.
6. **Either by clicking and dragging or by typing this precise location into the Time display, position the current-time indicator at 00;00;06;00.**
7. **Click the Set Out Point button (refer to Figure 1-7).**

To clear an in or out point, press Alt while clicking the Set In Point or Set Out Point button.

8. **Now drag the clip to the Timeline so that it snaps to the Walkers clip.**

To move a clip in the Timeline one frame at a time to the right, select it and press Alt +.
To move the selected clip left one frame at a time, press Alt+,.

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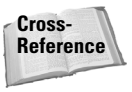
Although you edited the Walkers clip, the original clip on your hard disk is untouched. At any point in time, you can re-edit the clip.

Creating a transition

Now view your production by previewing it in the Program Monitor. To start the preview from the beginning of the Timeline, click the Play In to Out button in the Program Monitor. As you watch the preview, notice that the cut from the Walkers clip to the Diners clip is quite abrupt. To smooth the flow of the production, you add a *transition* between the two clips.



For more information on using transitions, see Chapter 10.

Follow these steps to add a Cross Dissolve transition to your project:

1. **Click the Effects panel tab to display the panel contents. If the Effects panel is not open, choose Window ➪ Effects.**
2. **In the Effects panel, open the Video Transitions bin by clicking its triangle icon.**
3. **Open the Dissolve bin by clicking its triangle icon.**

Folders with effects and clips are referred to as Bins in Premiere Pro.

4. **To add the transition to your project, click and drag the Cross Dissolve transition over the beginning of the Diners clip in the Timeline.**
5. **To open the Cross Dissolve controls, double-click the Cross Dissolve icon in the Timeline.** This opens the transition in the Effect Controls panel.
6. **Adjust the position and length of the transition.** You can adjust the position and the duration of the transition by clicking and dragging the mouse on the transition icon in the Effect Controls panel. However, the fastest technique is to enter a value in the Duration readout and change settings in the Alignment drop-down menu. Set the Duration to 2 seconds by changing the time readout to 00;00;02;00. Then choose Center at Cut in the Alignment drop-down menu, as shown in Figure 1-8.
7. **View a thumbnail preview.** Preview the final transition by clicking the Play Transition button in the Effect Controls window. To see a preview of the effect with the footage, select the Show Actual Sources check box.

Previewing the transition

Premiere Pro includes a real-time preview feature that enables you to view transitions and video effects as you work. To play your project from the current frame, press the spacebar. To render the project from the beginning, press Enter.

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A Note about Rendering and Playback Quality

As Premiere Pro plays your program in the Program Monitor, it attempts to adjust the output to deliver the highest quality possible. If possible, it tries to play back at the project's full frame rate. If a portion of your program cannot be properly displayed, a red preview bar appears onscreen. This indicates that the area must be rendered to disk. After rendering, Premiere Pro uses the rendered disk file to properly display the effect. If you want to render your entire project, press Enter. If you want to render only a portion of your project, first adjust the work area bar so that it encompasses only the area that you want to render, and then press Enter. If you want to lower the processing requirements so that you can see effects at a lower quality setting without rendering, you can change to Draft Quality in the Monitor panel menu.

You should also note that despite the Quality Setting in the Program Monitor panel, playback quality in the Program Monitor is not as high as that of exported video. When Premiere Pro processes video in the Monitor window, it uses *bilinear pixel resampling*. When Premiere Pro exports, it uses *cubic resampling*, a higher quality method that also produces higher quality sound.

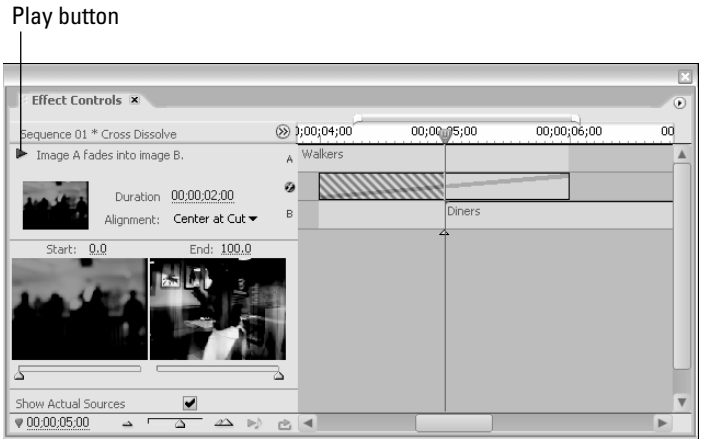

Figure 1-8: The Cross Dissolve transition in the Effect Controls panel

Editing the Chefs clip

Next, you add the Chefs clip to the program and edit it in the Monitor window:

1. **Double-click the Chefs clip in the Project panel.** This opens the clip in the Source Monitor.
2. **Set the in point.** Click and drag the current-time indicator in the Source Monitor (in the area below the Monitor preview and above the Play button) to choose a frame at a little more than 3 seconds into the clip. Click the Set In Point button.

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3. **Set the out point.** Click and drag the Source Monitor current-time indicator to find a point about 6 seconds and 15 frames into the clip. Watch the time display at the bottom-right of the window to pick the frame. When you have found the frame you want, click the Set Out Point button.
4. **After you've set the in and out points, drag the clip directly from the Source Monitor or the Project panel to the Timeline.**

Adding another dissolve

Now create another transition — this time between the Diners clip and the Chefs clip:

1. **Open the Dissolve bin in the Effects panel.**
2. **Drag the Cross Dissolve transition over the Chefs clip.**
3. **Double-click the transition icon between the Diners and Chefs clips in the Timeline.**
4. **In the Effect Controls window, set the Alignment drop-down menu to Center of Cut.** If you want to change the duration of the transition, edit the Duration time display.

Adding the last title

Your next step is to add the end title to the Video 2 track:

1. **Drag the end title image (TitleEnd) from the Project panel to the Video 2 track.** Position the title clip so that it begins where the Chefs clip starts.
2. **Drag the clip's end edge to make its duration 3 seconds long, or select the title and choose Clip ➪ Speed/Duration.** In the Clip Speed Duration dialog box, set the display to 00;00;03;00 and click OK.
3. **Create the fade-in and fade-out using the Opacity effect, as you did for the opening title.** Remember to select the clip in the Timeline and open the Effect Controls panel by choosing Window ➪ Effect Controls. Use Figure 1-4 as a reference.
4. **To render and preview your work, press Enter.**

Adding and fading-in the audio track

Now that the majority of editing is complete, it's time to add the audio track. Fortunately, Premiere Pro treats audio much the same as it does video. In this section, you drag the music track to the Timeline and then see how you can use the Pen tool to create keyframes in an audio track:

1. **Listen to the Background Music clip by double-clicking it in the Project panel.** After the clip opens in the Monitor panel, click the Play button.
2. **Drag the Background Music clip from the Project panel to the Audio 1 track in the Timeline.** Line up the beginning of the audio track with the beginning of the video track.
3. **If the Audio 1 track is not expanded, expand it by clicking the triangle icon at the far left of the track.**
4. **Click the Audio track's Show keyframes drop-down menu, and choose Show Clip Volume.**

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5. **Activate the Pen tool in the tool panel.**
6. **With the Pen tool activated, Ctrl-click at the beginning of the audio to create a keyframe. Note you can also Ctrl-click with the Selection tool.**
7. **Create another keyframe about 2 seconds into the track by Ctrl-clicking again with the Pen tool.**
8. **Use the Pen tool to drag down the start of the volume line.**
9. **Use the Pen tool to create a keyframe toward the end of the audio.** About 12 seconds into the Project, use Ctrl-click with the Pen tool to create a keyframe.
10. **Create a keyframe at the very end of the audio.** Then drag the final keyframe down to create the fade-out.
11. **Press Enter to Preview your entire project and hear the fade-out.** If you want to fine-tune the effect, use the Pen tool to adjust the volume line in the audio track.

Audio fade-ins can also be created using the Crossfade audio transition. You can also fade audio in and out using the Volume effect in the Effect Controls panel. See Chapter 8 to learn more about audio effects. Also note that Premiere Pro allows you to change the volume of the entire audio track as well as individual clips.

Fine-tuning the project

The project you've worked on is an introduction to basic editing in Premiere Pro. Feel free to enhance, change, and re-edit as you desire. If you want, you can also create a fade to black from the Chefs clip. The easiest way to fade video to black is to use the Dip to Black transition in the Dissolve bin in the Video Effects panel. You can also create pure black video and place it in a video track. To create black, choose File ➪ New ➪ Black Video. This command places the black video clip into the Project panel. From there, you can drag it into the Timeline. If you want to fade in or out to the black video, place it in Video 2 track.

Exporting your first movie

When you finish editing your movie, you can export it as a new file in a variety of formats. Premiere Pro enables you to export movies in video formats such as QuickTime, RealVideo, and Advanced Windows Media, as well as formats for DVD. As mentioned earlier, if your video's final destination is the Web or a multimedia application, you can change frame size and frame rate and lower audio resolution when exporting.

Here is a summary of Premiere Pro's export commands:

- ✦ If you want to export your file in a format for Web or DVD use, select the Timeline panel and choose File ➪ Export ➪ Adobe Media Encoder. The Media Encoder allows you to create MPEG-2, Windows Media, Real Video, and QuickTime streaming files.
- ✦ If you want to export your movie as an AVI, QuickTime, or animated GIF file, select the Timeline panel and choose File ➪ Export ➪ Movie.
- ✦ If you want to export your movie to videotape, select the Timeline panel and choose File ➪ Export to Tape.
- ✦ If you want to embed your movie in an Adobe Acrobat PDF file for workgroup review, select the Timeline panel and choose Sequence ➪ Export for Clip Notes.

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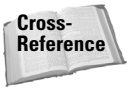
✦ If you want to burn a DVD directly from Premiere Pro, you can create DVD markers to use as the basis for interactive DVD menu buttons in Premiere Pro DVD menu templates. To pick a menu template, choose Window ➪ DVD Layout. Creating a DVD menu is described in the next section.

Exporting to DVD

If you want to turn your Premiere Pro project into an interactive DVD, you can set DVD Timeline markers that link to buttons on Premiere Pro's DVD menu templates. Figure 1-9 shows buttons that Premiere Pro automatically creates in a DVD menu template. The menu template not only creates buttons from the Nite Out project but displays thumbnails of the video in the buttons. To create buttons, set DVD scene markers along the Timeline and then choose a DVD template. The menu, shown in Figure 1-9, is the second of a two-part menu template. The first menu screen includes a Play Movie button and a Scene Selection button that allow the user to jump to the menu screen shown in Figure 1-9.

Figure 1-9: DVD Menu created from DVD Timeline marker

This section shows you how to create a DVD menu from DVD markers that you add to this chapter's tutorial project. It gives you a brief look at Premiere Pro's ability to quickly create interactive DVDs.



Undoubtedly, if you are creating an interactive DVD, you want to create it from a much longer video project and edit the DVD buttons. For more information about choosing DVD menu templates and editing them, see Chapter 19.

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Before you get started, note the DVD marker symbol in the Timeline. In the following steps, you create DVD markers at the beginning of the Diners and end title scenes. Later, you pick a DVD template that automatically links the DVD markers to interactive buttons. Follow these steps:

1. **Move the current-time indicator to the start of the Diners scene (so that you see the first frame of the Diners clip in the Program Monitor).**
2. **Create a DVD marker by clicking the DVD marker icon in the Timeline.**
3. **In the DVD Marker dialog box, type** Diners **in the Name field, as shown in Figure 1-10.** Make sure that the Marker Type is set to Scene Marker, and click OK**.**

   When the DVD Marker dialog box closes, you see that a DVD marker is added to the Timeline. Notice also that a DVD marker is automatically created at the start of the Timeline as well. Premiere Pro uses this first marker as the basis for a Play Movie button that appears in the template.

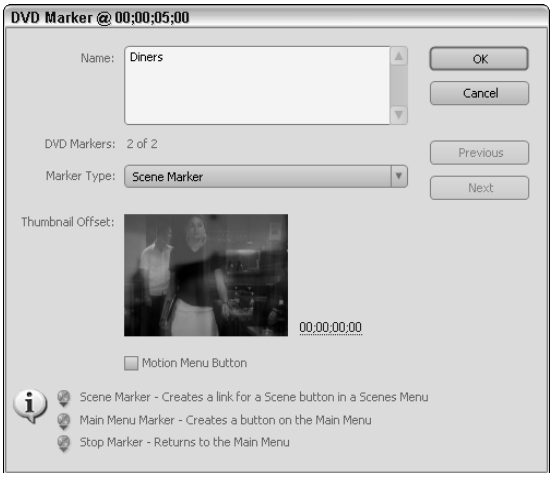

Figure 1-10: Creating a DVD Marker

4. **Drag the current-time indicator to the first frame of the closing title.** You should see the closing title in the Program Monitor.
5. **Create another DVD maker by clicking the DVD marker icon in the Timeline.**
6. **In the DVD Marker dialog box, enter Titles in the Name field and click OK.**

Now that you've created markers, you can choose a DVD template, which links your markers to DVD buttons. Here's how:

1. **To pick a DVD template, choose Window ➪ DVD Layout.**
2. **In the DVD Layout dialog box, click Change Template.**
3. **In the DVD Templates dialog box, make sure that Apply a Template for a DVD with Menus is selected, as shown in Figure 1-11.** Then click a thumbnail of a template. We picked the Numbers template in the Corporate Theme section. Click this template or another template, and then click OK to return to the DVD Layout dialog box.

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If you don't click a DVD Template thumbnail in the DVD Templates dialog box, the OK button does not activate.

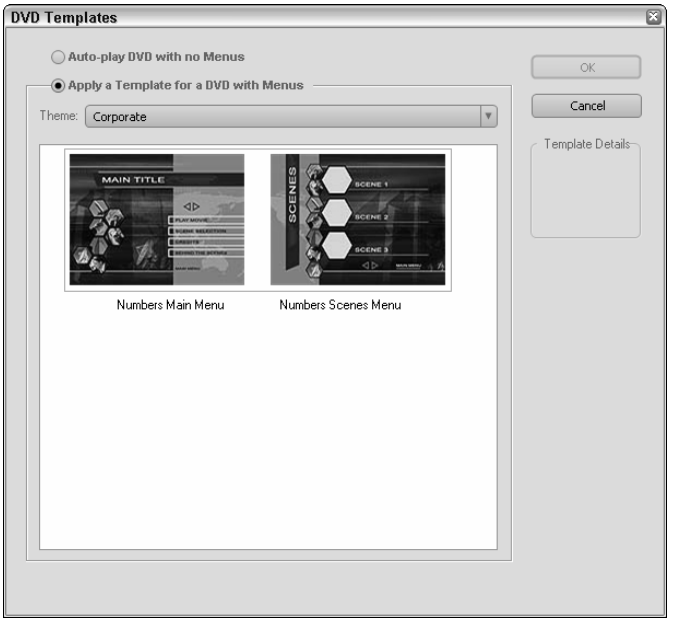

Figure 1-11: Select a DVD template in the DVD Templates dialog box.

4. **Now that you've chosen a template, view a live version of the template by clicking Preview in the DVD Layout dialog box.**

The Preview screen includes DVD control buttons as well as Play Movie and Scene Selection buttons. In this menu, click the Scene Selection button, and the second menu with your Chefs and Titles button should appear. Click either button to play the scene. After you close the DVD preview, you can click Burn to burn a DVD directly from Premiere Pro.

Exporting a Windows Media file

Windows Media files are commonly used on the Web and can be imported into multimedia programs such as Macromedia Director. To export your movie in Windows Media format, follow these steps:

1. **Select the Timeline panel that houses the project you want to export.**
2. **Choose File ➪ Export ➪ Adobe Media Encoder.** The Export Settings dialog box appears.
3. **In the Format drop-down menu, choose Windows Media (if it isn't already selected), shown in Figure 1-12.**
4. **Choose a preset in the preset drop-down menu.** For example, if you have a streaming media server and want to export your file for multiple Web audiences, including those with a high-speed Internet connections, you can choose the WM9 NSTC streaming format. When you pick the preset, the Summary area in the Export Settings dialog box

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displays frame height, frame rate, and other exporting details for the slowest video stream. The WM9 NSTC streaming preset includes different streams at different frame rates and different frame sizes for different Web connections from 28.8 kbps modem to Broadband/Cable/DSL (visible by clicking the panel menu button). To continue with the export, click OK.

5. **In the Save File dialog box, select a destination folder in which to store the finished Windows Media file, and enter a filename.**

6. **To start the export, click Save.**

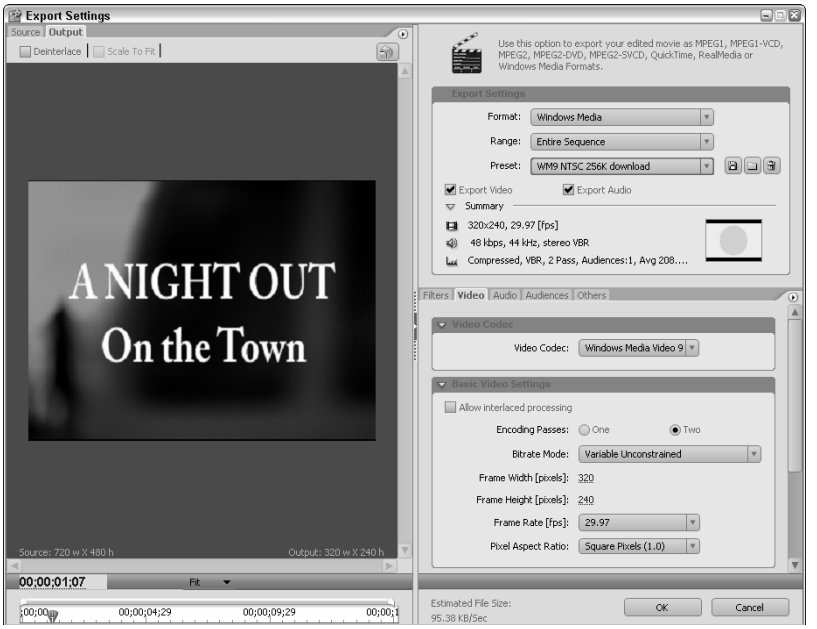

Figure 1-12: Use the Adobe Media Encoder to create a Windows Media file for the Web.

For an in-depth review of the Adobe Media encoder, see Chapter 21.

Exporting a QuickTime movie

Apple's QuickTime is widely used on the Web and in most multimedia applications. Depending on the final destination of your project, you may want to change the frame size and frame rate of your video before exporting. For example, if you want to export a file to a multimedia project, you want to reduce the DV frame size from 720 × 480 to a smaller size that fits comfortably into your production.

Follow these steps for exporting your project as a QuickTime movie:

1. **Select the Timeline panel.**

2. **Choose File ➪ Export ➪Movie.** The Export Movie dialog box appears.

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3. **Click the Settings button.** The Export Movie Settings dialog box appears, where you can view export settings.
4. **Choose QuickTime from the File Type drop-down list, as shown in Figure 1-13.**

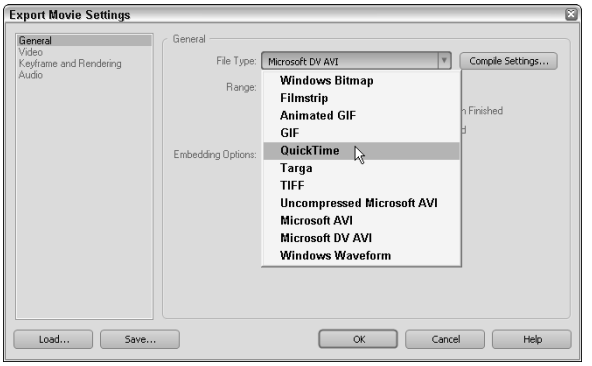

Figure 1-13: Choose QuickTime in the File Type drop-down menu.

5. **To switch frame size and frame rate, choose Video from the list box at the upper-left of the dialog box.** The Video Settings dialog box appears. These settings are covered in detail in Chapter 4.
6. **If you are creating a multimedia project that will play on a computer, select Sorenson as the compressor.** You can change the frame size to 320 × 240 and change the frame rate, if desired. If you are outputting the file for CD-ROM, you probably want to change the data rate. Doing so slows the data rate to prevent frames from being dropped during playback. See Chapter 19 for more details.
7. **After you make your changes, click OK.** Premiere Pro returns you to the Export Movie dialog box.
8. **In the Export Movie dialog box, type a name for your file.**
9. **Click Save.** Premiere Pro builds the export file and soon opens it in the Program Monitor for viewing.

Summary

This chapter gave you a chance to experiment with the basic concepts of editing in Premiere Pro. You learned how to do the following:

- ✦ Create a project by choosing File ➪ New Project
- ✦ Add clips to the Timeline by dragging them from the Project or Source Monitor panel
- ✦ Edit clips in the Source Monitor panel by clicking the Set In and Set Out point buttons
- ✦ Change clip opacity by selecting the clip and adjusting the Opacity effect in the Effect Controls panel

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- ✦ Create a transition by dragging a transition from the Effects panel over the edge of two clips in the Timeline panel
- ✦ Preview your production in the Program Monitor panel
- ✦ Fade in and out audio by creating keyframes in the Timeline
- ✦ Export your production using the Adobe Media Encoder
- ✦ Create a DVD menu using DVD markers and the DVD Layout panel

✦ ✦ ✦